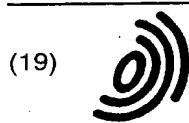


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### (54) Image coded data processing

(57) Pre-oddification of quantized discrete cosine transform (DCT) coefficients representing video data reduces high frequency noise that accumulates over multiple stages of encoding/decoding due to oddification in the decoders. The quantized DCT coefficients are inverse quantized, and the resulting inverse quantized coefficients are summed. If the sum is even, then the last quantized coefficient [7,7] is adjusted to reduce high fre-

quency energy accumulation at that coefficient. The last quantized coefficient may be set to zero, or may be incremented/decremented by "1" in the opposite manner than oddification occurs in the decoders. Further the values of a quantization matrix may be set, either manually or automatically as a function of the complexity of the video data, to assure that it is possible for the sum of the inverse quantized coefficients to be odd.

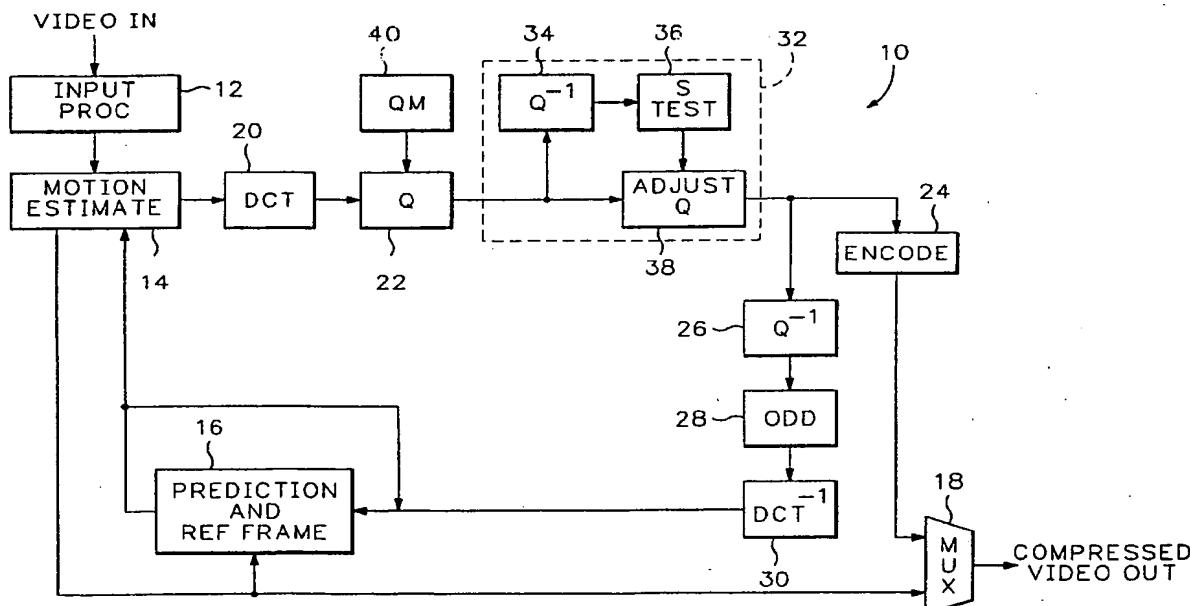


FIG.1

EP 0 784 410 A2

**Description****Background of the Invention**

5 The present invention relates to data compression of video data, and more particularly to a method and apparatus for pre-oddification of the video data prior to compression to prevent noise build-up in multi-generation coding.

In the emerging 422 video profile for the MPEG2 data compression standard, an area of interest is multi-generation coding, i.e., multiple stages of encoding/decoding in a video signal path, while maintaining high quality. In the MPEG1 and MPEG2 data compression standards one of the steps in the decoding algorithm is related to mismatch control, 10 also known as "oddification", and is performed after inverse quantization. Mismatch occurs because the discrete cosine transform (DCT) functions between an encoder and decoder are different. As described in ISO/IEC 13818-2 Section 7.4 oddification is done by adding all reconstructed saturated coefficients together and testing whether the sum is odd or even. If the sum is even, a correction is made to the last coefficient, i.e., the coefficient at location [7,7] in an 8x8 coefficient array. Namely +1 is added if coefficient [7,7] is even, and -1 is added if coefficient [7,7] is odd.. In this manner 15 the sum of the coefficients is always odd.

In multi-generation coding, where there is a succession of encoding/decoding cascaded operations, oddification may have an adverse effect on the perceived quality of the resulting video image display. At higher bit rates, such as those specified by the 422 video profile for MPEG2 data compression, oddification may cause an accumulation of energy in the coefficient [7,7], resulting in increasing high frequency noise with each generation.

20 For example, for a quantization scale of 2 and a quantization matrix of values all 16, inverse quantization for intra-coded blocks according to ISO/IEC 13818-2 is defined by

$$F[v][u] = (QF[v][u] * 16 * 2 * 2) / 32$$

25 which gives all even values, and thus the sum of all coefficients is even, given that the discrete cosine value is even. Therefore +1 gets added to coefficient [7,7]. The inverse discrete cosine transfer (DCT) spreads this over the whole block after which the coefficients get rounded to integer values. Taking DCT followed by quantization shows this increased energy in coefficient [7,7]. If the sum of all coefficients is even again, which is likely for a quantization scale of 2 oddification adds +1 again to coefficient [7,7] and energy increases for each generation of this coefficient. Over 30 32 generations the peak signal to noise ratio may drop more than 15 dB.

To retain high quality over multiple generations, not performing oddification would greatly improve the quality. However this requires a change in the syntax of MPEG2, which is undesirable from a compatibility point of view, and probably would be unacceptable by the MPEG community.

35 what is desired is a mechanism for reducing the increase in energy in coefficient [7,7] caused by oddification according to the MPEG2 data compression standard.

**Summary of the Invention**

40 Accordingly the present invention provides a method and apparatus for pre-oddification of the quantized discrete cosine transform (DCT) coefficients in order to avoid oddification in the decoder. The simplest technique based upon the premise of minimizing or avoiding accumulating energy at the last coefficient [7,7] in the block of an 8x8 inverse quantized coefficient array, is to make quantized coefficient [7,7] zero when the sum of inverse quantized coefficients is even. Alternatively a +1 could be added to quantized coefficient [7,7] where the decoder would add -1, and vice 45 versa. Another alternative is to additionally change the values in a quantization matrix so that it is possible for the sum of all of the inverse quantized coefficients to be odd. Adding to or subtracting from the quantized coefficient [7,7] a "1" changes the inverse quantized coefficient [7,7] from odd to even, and vice versa. Consequently the sum of all inverse quantized coefficients can always be made odd just by changing one of the quantized coefficients.

50 The objects, advantages and other novel features of the present invention are apparent from the following detailed description when read in light of the appended claims and attached drawing.

**Brief Description of the Drawing**

55 Fig. 1 is a block diagram of an apparatus for pre-oddification of quantized coefficients for an MPEG encoder according to the present invention.

Fig. 2 is a graphic diagram comparing the effects of oddification over multiple generations of encoding/decoding with and without pre-oddification according to the present invention.

Description of the Preferred Embodiment

Referring now to Fig. 1 a typical MPEG encoder 10 receives an input video signal that is applied to an input processor 12 for preprocessing of the signal to place it in appropriate form for the encoder. The preprocessed video signal is input to a motion estimator 14 that compares a reference frame from a predictor and reference frame buffer 16 with a current frame from the preprocessed video signal to determine for each block of pixels representing a portion of the image of the current frame whether there is motion relative to the reference frame. The resulting motion vector from the motion estimator 14 is used by the predictor and reference frame buffer 16 to generate the next reference frame, and also is output to a multiplexer 18. The differences between the current frame and reference frame from the motion estimator 14 are input to a discrete cosine transform (DCT) circuit 20, and the resulting coefficients are quantized by a quantizer 22 to reduce the number of values for encoding. The quantized DCT coefficients from the quantizer 22 are input to an encoding circuit 24. The encoded coefficients from the encoding circuit 24 are input to the multiplexer 18 where they are combined with the motion vector to provide an output compressed signal. The quantized DCT coefficients from the quantizer 22 also are input to an inverse quantizer 26 to obtain the decoded DCT coefficients. The DCT coefficients are input to an oddification circuit 28 and coefficient [7,7] is adjusted, if necessary, according to the ISO/IEC 13818-2 Standard as discussed above. The adjusted coefficients are input to an inverse DCT circuit 30 to recover the original differences for the current frame. The recovered differences are combined with the reference frame from the predictor and reference frame buffer 16 to reproduce the current frame. The reproduced current frame is processed according to the motion vector by the predictor and reference frame buffer 16 to produce the next reference frame.

To compensate for the oddification that occurs in a decoder, a pre-oddification circuit (PRE) 32 may be inserted after the quantizer 22 before the inverse quantizer 26 and encoding circuit 24. The pre-oddification circuit 32 obtains the sum of the inverse quantized DCT coefficients for each block of the current frame and tests whether the sum is odd or even. The pre-oddification circuit 32 includes an inverse quantizer 34, a summation test circuit 36 and a coefficient adjustment circuit 38. The inverse quantizer 34 generates the inverse quantized coefficients from the quantized DCT coefficients output by the quantizer 22. The summation test circuit 36 sums the inverse quantized coefficients and provides an enable signal to the coefficient adjustment circuit 38 if the sum is even. The summation test circuit 36 may be in the form of an exclusive OR gate to which is input the least significant bit from each of the inverse quantized coefficients. If the sum is odd, nothing need be done and the quantized DCT coefficients pass through the coefficient adjustment circuit 38 to the encoding circuit 24 since the enable signal is not set. However, if the result is even, the enable signal is set and the coefficient adjustment circuit 38 changes the value of the last quantized coefficient. The quantized coefficient [7,7] may be either set to zero, which reduces the quality but eliminates accumulation of energy in that coefficient, or the quantized coefficient [7,7] may be incremented/decremented by one oppositely to the oddification step in the decoder, i.e., if the inverse quantized coefficient [7,7] is odd add one to the quantized coefficient [7,7] and vice versa.

A more optimal solution is attained further by adjusting the values in a quantizer matrix (qm) 40, i.e., the weighing coefficients, for the quantizer 22. The quantization matrix 40 is changed on a frame by frame and is adjusted to assure that it is possible to obtain inverse quantized DCT coefficients that sum to an odd value initially. This is especially effective when the quantization scale (qp) is constant over the frame.

```
40
int qm63 = Quantization-Matrix [7,7]
int v = ((qp*qm63)/32)*2
45
Quantization-Matrix [7,7] = ((v+1)*16)/qp
```

50 where qm63 is the last coefficient in the quantization matrix for the quantizer 22 and v is a variable. The values in the quantization matrix 40 may be set by an operator, or may be a function of the complexity of the current frame being compressed, i.e., adaptive quantization, as is well known in the art. This latter is especially valuable where the output data rate is intended to be maintained constant.

55 In this way by adding to or subtracting from the quantized coefficient [7,7] a "1", the inverse quantized coefficient [7,7] is changed from odd to even, and vice versa, so that the sum of the inverse quantized coefficients is always odd. This technique retains more precision prior to quantization, improving quality and decreasing quality loss over multiple generations.

As shown in Fig. 2 the average bit rate and peak signal to noise ratio may be relatively constant using pre-oddification over multiple stages of encoding/decoding in cascade. Thus the present invention provides pre-oddification for

the quantized DCT coefficients in an encoder so that the decoder does not use oddification that would increase high frequency noise.

5      **Claims**

1. A method of correcting for oddification in a compressed video decoder comprising the steps of:
  - 10      quantizing an array of coefficients representing a current frame of video data to obtain an array of quantized coefficients;
  - 15      inverse quantizing the quantized coefficients to obtain an inverse quantized array of coefficients; summing the inverse quantized array of coefficient to obtain a weighted sum; determining the oddity of the weighted sum; adjusting a specified coefficient in the array of quantized coefficients if the weighted sum is even as indicated by the determining step; and encoding the array of quantized coefficients after the adjusting step to produce a compressed video signal representative of the current frame of the video data.
2. The method as recited in claim 1 wherein the adjusting step comprises the step of setting the specified coefficient to zero.
3. The method as recited in claim 1 wherein the adjusting step comprises the step of modifying the specified coefficient according to its oddity if the weighted sum is even so that the weighted sum becomes odd.
4. The method as recited in claim 3 further comprising the step of setting values in a quantization matrix used by the quantizing step to assure that initially it is possible for the weighted sum to be odd.
5. The method as recited in claim 3 wherein the setting step includes the step of determining the values in the quantization matrix as a function of the complexity of the video data.
- 30      6. An encoder (10) for compressing video data of the type that includes means (20) for generating an array of coefficients representing a current frame of video data, means for quantizing (22) the array of coefficients to obtain a quantized array of coefficients, and means for (24) encoding the quantized array of coefficients to produce a compressed video signal representing the current frame, the encoder further comprising means (32) for pre-oddifying the quantized array of coefficients to compensate for oddification of the compressed video signal in a decoder.
- 35      7. The encoder as recited in claim 6 wherein the pre-oddifying means comprises:
  - 40      means (34) for inverse quantizing the quantized array of coefficients to obtain an inverse quantized array of coefficients;
  - 45      means (36) for summing the inverse quantized array of coefficients to obtain a weighted sum; and means (38) based upon the oddity of the weighted sum for adjusting a specified coefficient in the quantized array of coefficients.
- 50      8. The encoder as recited in claim 7 further comprising means for setting values in a quantization matrix for the quantizing means to assure that it is possible initially for the weighted sum to be odd.

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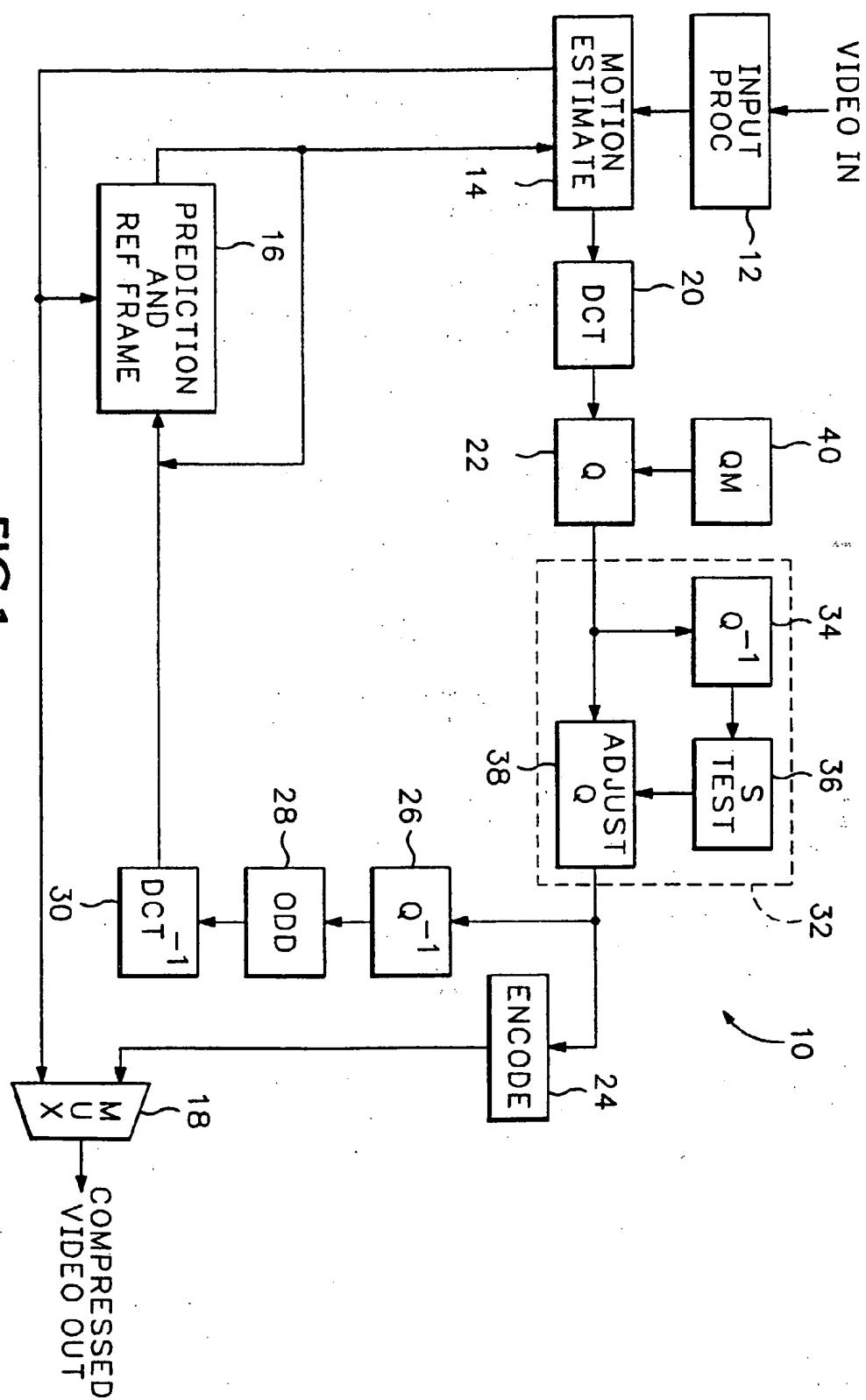
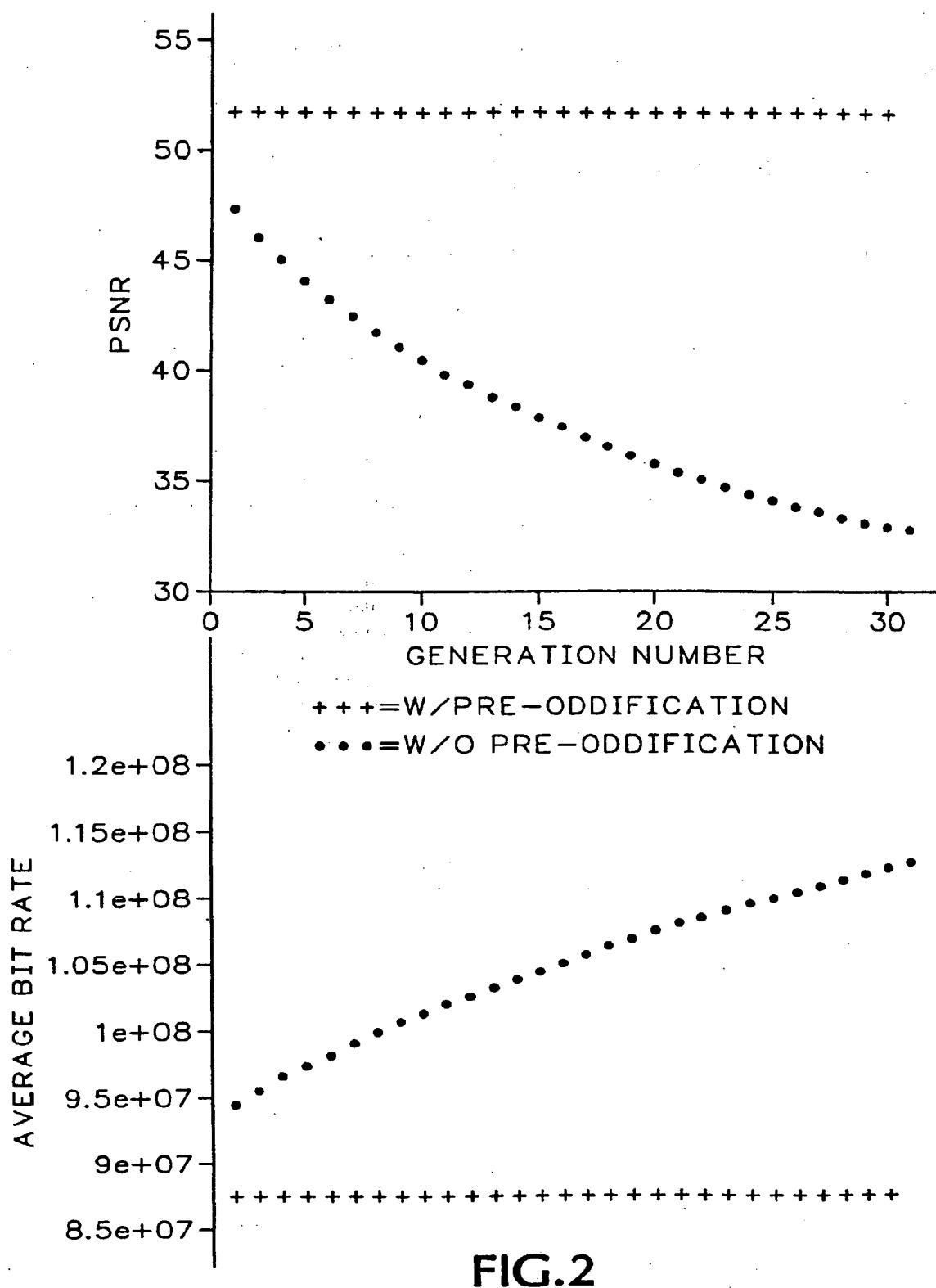
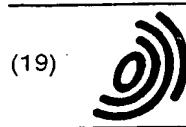


FIG. 1





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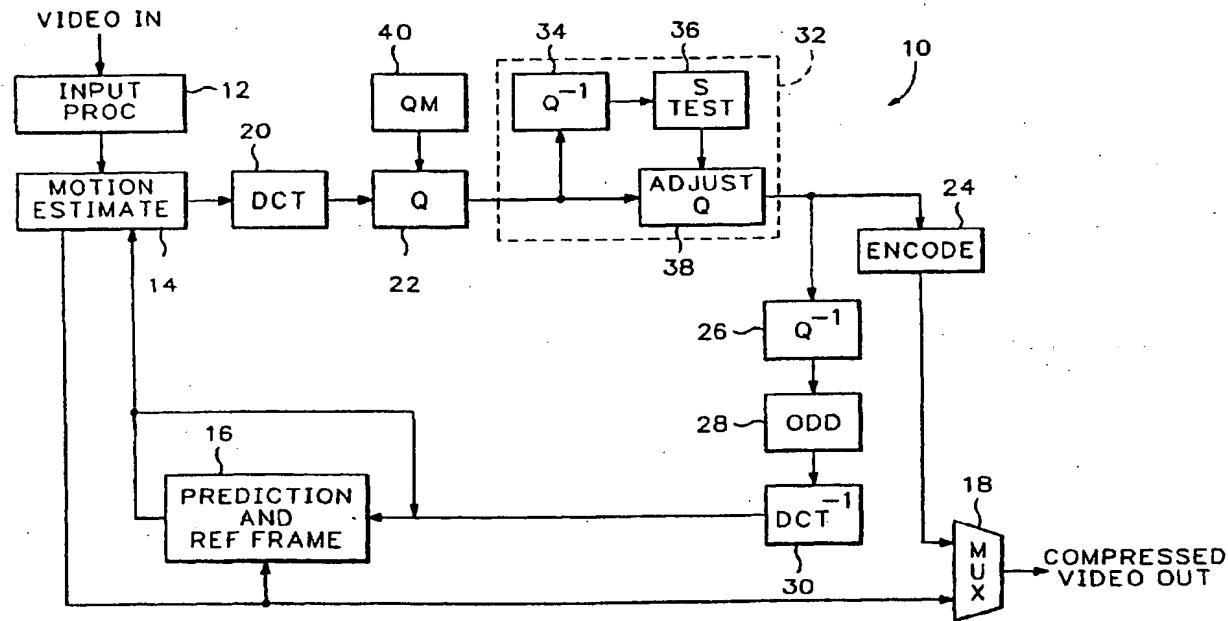
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## (54) Image coded data processing

(57) Pre-addition of quantized discrete cosine transform (DCT) coefficients representing video data reduces high frequency noise that accumulates over multiple stages of encoding/decoding due to oddification in the decoders. The quantized DCT coefficients are inverse quantized, and the resulting inverse quantized coefficients are summed. If the sum is even, then the last quantized coefficient [7,7] is adjusted to reduce high frequency noise.

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**FIG.1**



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## EUROPEAN SEARCH REPORT

Application Number  
EP 97 30 0107

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
A	US 5 481 553 A (OKAZAKI TORU ET AL) 2 January 1996 * column 18, line 26 - column 23, line 63 * * figure 6 *	1-8	H04N7/50 H04N7/26
A	EP 0 674 447 A (AT & T CORP) 27 September 1995 * abstract * * page 5, line 23 - page 6, line 8 * * figure 1 *	1-8	
A	EP 0 671 816 A (SONY CORP) 13 September 1995 * abstract * * page 7, line 49 - page 8, line 17 * * page 9, line 1 - page 10, line 44 *	1-8	
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TECHNICAL FIELDS SEARCHED (Int.Cl.6)			
H04N			
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The present search report has been drawn up for all claims			
Place of search	Date of completion of the search	Examiner	
THE HAGUE	20 November 1998	Hompson, F	
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